SEGA

GENESIS

16-BIT CARTRIDGE

SONIC THE HEDGEHOG 2™

INSTRUCTION MANUAL

Epilepsy Warning

READ BEFORE USING
YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

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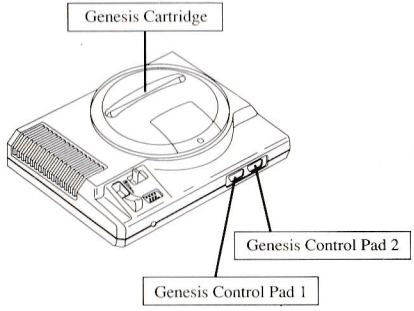
Starting Up

1. Set up your Genesis System.
2. Plug in Control Pads 1 and 2. (If there's only one player, you only need Control Pad 1.)
3. Make sure the power switch is OFF. Place the *Sonic The Hedgehog 2* cartridge into the cartridge slot and press it down **firmly**.
4. Turn the power switch ON. You'll see the SEGA screen, and then the Title screen.
5. Press **Start**. (For a 2 Player VS contest, press the **D-Button** DOWN and then press **Start**.)

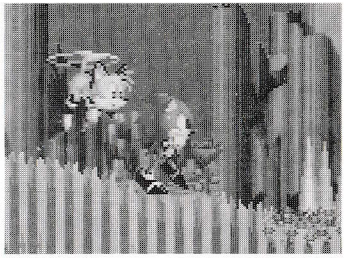


- If you don't see the SEGA screen, turn the power switch OFF. Check your Genesis setup, make sure the cartridge is **firmly** in the console, and turn the power switch ON again.
- Always turn the power switch OFF when you're inserting or removing the cartridge.

For game play help, call 1-415-591-PLAY.

Find the Chaos Emeralds!

Miles "Tails" Prower, the Fox, can't sit still when Sonic's around. Ever since Miles was a baby fox, he's dreamed of being like Sonic. He loves to run after Sonic, waving his 2 tails behind him, trying to keep up with his hero!



Mostly, Sonic lets him trail along. But sometimes, just to show off, Sonic explodes in a burst of super speed and leaves him behind. But Miles doesn't give up. He whirls his tails like a helicopter rotor and takes off flying until he catches up!

All the animals call Miles by his nickname, "Tails," because of his 2 special tails. And one day they saw an astonishing feat . . .

They were all together in the forest, watching Sonic perform. Sonic would run, spin and jump in his Super Spin Attack. Then "Tails" would whirl like a turbo engine and blast off in his Super Dash Attack. What a showoff!

Suddenly, "Tails" just couldn't help himself. He took a running start, curled up his tails, and — whoosh — he was spinning like Sonic!

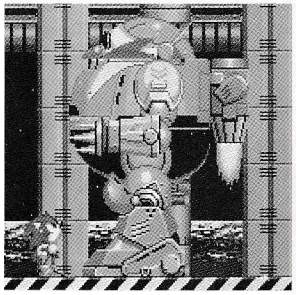
But now something frightening is happening. Sonic's friends are disappearing. In their place, nasty metal robots are popping up all over the island. The mad scientist Dr. Robotnik is at it again!

This time, Robotnik's planning a global disaster. He needs workers to create a doomsday machine that can take over the world. So he's trapping all the animals, turning them into robots, and forcing them to build his ultimate weapon, the Death Egg!

Robotnik now rules the factories, refineries and cities! He's grabbed control of everything — except the 7 Chaos Emeralds. These magnificent gems are believed to hold exceptional powers. With them, Robotnik could have the entire world in his grasp. And he'd never let go!

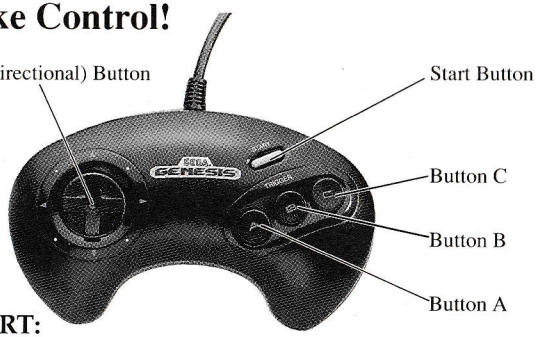
The Chaos Emeralds are buried somewhere on the island. Only one tough dude with spiky hair has the speed to find them first!

Help Sonic stop the devious scheme of the demented scientist! Spin like a speedball through space. Grab Power Sneakers and loop 'til you're dizzy. Twirl over twisting speedways and rocket through tunnels. Balance and blast across a bubbling ocean of oil!



Find the Emeralds, free the animals, and squash Robotnik forever!

Take Control!



START:

- Starts a 1 Player game.
- With 2 Player VS highlighted, goes to the Zone screen. Press again to start the game.
- With Options highlighted, goes to the Options screen. Press again to start the game.
- Pauses a game, and resumes a paused game.

D-BUTTON:

- Chooses a 1 Player game, a 2 Player VS competition or Options from the Title screen.
- In 2 Player VS competition, highlights a box on the Zone screen (please see page 19).
- On the Options screen, chooses an option and changes its setting (please see page 8).
- Moves Sonic or "Tails" left and right. Hold the button LEFT or RIGHT to speed up. Press DOWN to spin while moving.

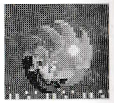
BUTTON A, B OR C:

- On the Options screen, **Button A** changes a Sound Test setting, and **Button B** or **C** plays it.
- Makes Sonic or "Tails" perform a spin jump.

Super Stunts

SUPER SPIN ATTACK!

- Press the **D-Button** DOWN while moving to spin like wildfire and bump off enemies.
- Press **Button A**, **B** or **C** to jump while spinning and knock off badniks from below or bounce on them from above.



SUPER DASH ATTACK!

- Hold still, press the **D-Button** DOWN, and press **Button A**, **B** or **C** to rev up like a turbo engine.
- Keep pressing **Button A**, **B** or **C** repeatedly to rev up faster!
- Release the **D-Button** to dash off in a blaze of speed!

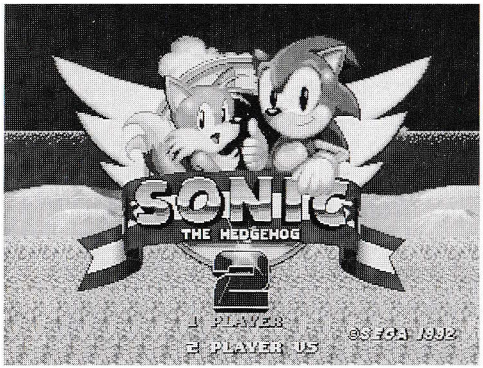
SUPER TWIST!

- In Metropolis Zone, hold the **D-Button** RIGHT or LEFT to twist the metal nut up or down the screw.

PINBALL ATTACK!

- In Casino Night Zone, press **Button A**, **B** or **C** to push down a spring. Press longer for more power.
- Release the button to spring away like a pinball!
- In the same Zone, press **Button A**, **B** or **C** to flip the levers.

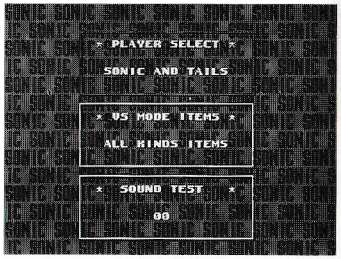
Getting Started



Choose a game on the Title screen.

- Press **Start** for a 1 Player game. Sonic and "Tails" will blast through 10 Zones, grabbing Rings and battling enemies. In this mode, Player 1 moves Sonic with Control Pad 1, and Player 2 can move "Tails" with Control Pad 2. (Please see page 8 for Options information.)
- Press the **D-Button** DOWN once and press **Start** for a 2 Player VS competition. You and a friend race through 3 Zones on a split screen, and 1 Special Stage, to see who can win in the most categories. Player 1 moves Sonic through the Zone on the top half of the screen. Player 2 moves "Tails" through the same Zone on the bottom half. (Please see page 8 for Options information. Turn to pages 19-22 for a complete description of this mode.)

The Options Screen



On the Title screen, press the **D-Button** DOWN twice to see Options. Then press **Start** to go to the Options screen. Press the **D-Button** UP or DOWN to highlight an option box, and press it LEFT or RIGHT to change the setting.

OPTION 1:

You can choose Sonic and "Tails," Sonic alone or "Tails" alone. When you press **Start** with this option box highlighted, you'll begin a 1 Player game. If you choose Sonic and "Tails," a second player can control "Tails" with Control Pad 2.

OPTION 2:

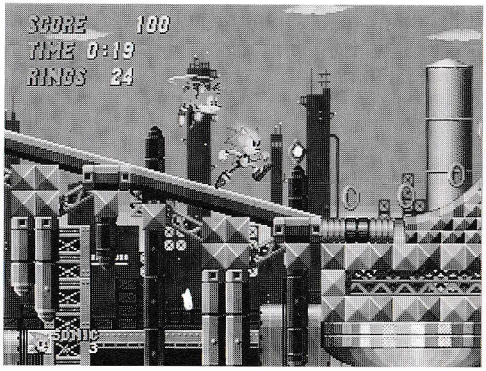
Choose All Kinds of Items, or the Teleporter item only, to be in the monitors in 2 Player VS games. When you press **Start** with this option box highlighted, you'll begin a 2 Player VS competition.

OPTION 3:

Listen to the game's music and sound effects. Press **Button A** for more settings (after pressing the **D-Button** LEFT or RIGHT). Press **Button B** or **C** to hear your selection. When you press **Start** with this option box highlighted, you'll return to the SEGA screen.

Race for the Rings!

Score
Timer
Rings



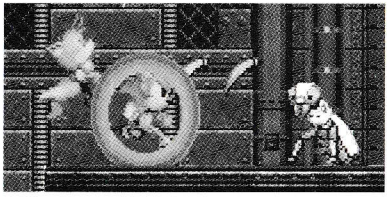
Lives

- Increase your **Score** by freeing your friends from their robot forms. Use the Super Spin Attack whenever you can to bash into enemies.
- You can take up to 10 minutes on the **Timer** to complete the Act. If you go over the time limit, you'll lose 1 Life.
- Enemies can't destroy you when you have **Rings**. "Tails "collects Rings, too, that are added to your total. You'll lose Rings if you get attacked or run into an enemy. The counter starts flashing when the number reaches zero. Then if you touch a badnik, you'll lose 1 Life (unless you're doing the Super Spin Attack). Keep grabbing Rings! You'll be protected as long as you have at least 1 Ring.
- You start each game with 3 **Lives** to complete the Zones.

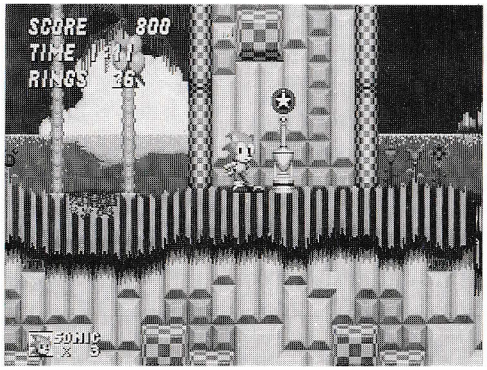
Super Items

Spin, bash or bounce to break open monitors — any way you can — to get the Super Items inside.

- **Power Sneakers** make you run like the wind!
- **Super Rings** give you 10 Rings at once!
- **One-Ups** give you 1 more Life. (You also earn an extra Life when you collect 100 Rings and 200 Rings.)
- An **Invincible** protects you from attacking enemies, but only for a short time.
- Each **Shield** protects you from damage 1 time only.



Star Posts



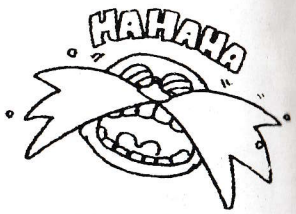
When you pass a Star Post, the Star wig-wags to save your position. Then, if you lose a Life, you'll start again at the last Star Post you touched, instead of at the beginning of the Act. (You'll also keep your previous time, but not your previous Rings.)

Touch a Star Post when you have 50 Rings (or more), and you'll see a Star Circle spinning around the Star Post. If you jump into the Star Circle, you will go to the Special Stage.

Once you've been to the Special Stage, you can't get there again from the same Star Post. You'll have to collect 50 more Rings and touch another post. (Please turn to page 17 to read more about the Special Stage.)

Zones

At the end of every Zone, Dr. Robotnik attacks in a fantastic robot machine. Defeat him and free some of your friends from their Prison Egg!

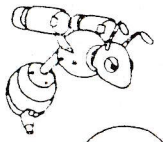


DR. ROBOTNIK

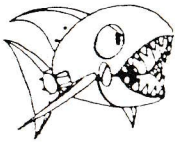
EMERALD HILL ZONE

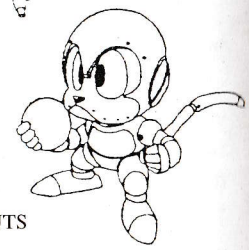
Speed through this tropical bayside resort with palm trees, loop-de-loops and corkscrew speedways. Watch out for monkey-business!

BUZZER



MASHER



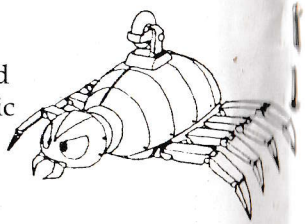


COCONUTS

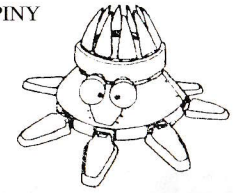
CHEMICAL PLANT ZONE

Flash through a high-tech maze built with pipes and ducts. Robotnik's flooded the factory with a pool of toxic liquid called "Mega Mack" that poisons Sonic in a few moments!

GRABBER



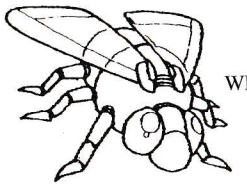
SPINY



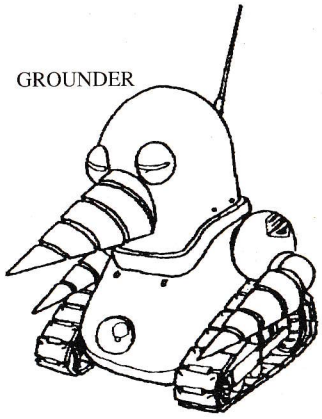
AQUATIC RUIN ZONE

Roaming Romans infest a beautiful forest and sunken lake. Explore an intricate maze. If you're underwater, breathe the air bubbles to keep from drowning. A countdown begins when your oxygen's running out.

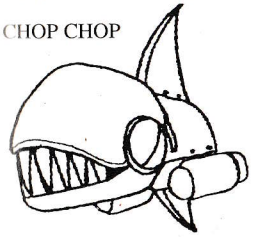
WHISP



GROUNDER



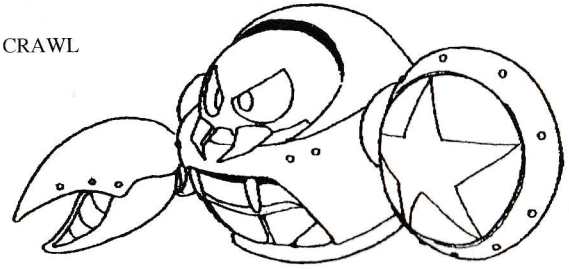
CHOP CHOP



CASINO NIGHT ZONE

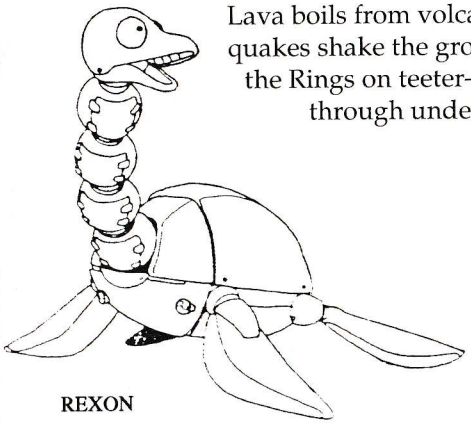
Sparkling neon lights and glittering gold fill the Casino with razzmatazz! Play the machines with **Button A**, **B** or **C**. Flip the levers and push down the springs to send Sonic reeling like a bouncing blue pinball!

CRAWL



HILL TOP ZONE

Lava boils from volcanoes and earthquakes shake the ground! Spring for the Rings on teeter-totters and blast through underground tunnels and caverns.



REXON

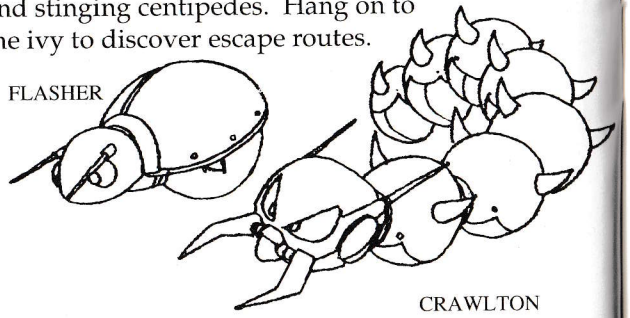
SPIKER

SOL

MYSTIC CAVE ZONE

Robotnik's been digging for Chaos Emeralds in this eerie forest of flickering lights, glow-worms and stinging centipedes. Hang on to the ivy to discover escape routes.

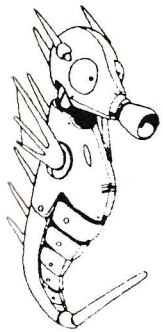
FLASHER



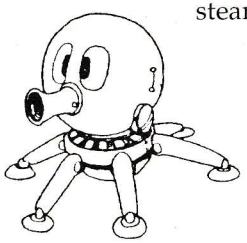
CRAWLTON

OIL OCEAN ZONE

Robotnik's refineries are pumping at full steam. Crude oil has turned the ocean black! Can Sonic keep his footing on the slippery catwalks and bursting steam vents?

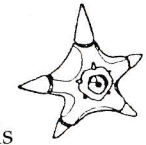


AQUIS



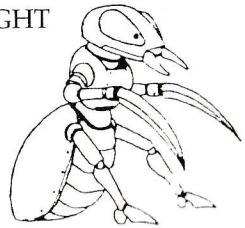
OCTUS

METROPOLIS ZONE

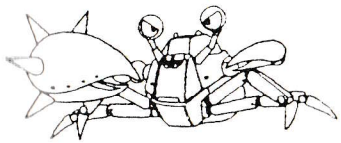


ASTERON

Sonic's finally chased Robotnik to his own capital city. But he finds a fortress of iron and steel. Danger lurks in every spinning cylinder, pounding piston and rolling gear. Hold the **D-Button** RIGHT or LEFT to wind the nut up and down the screws.



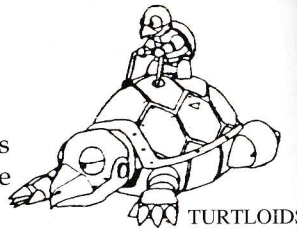
SLICER



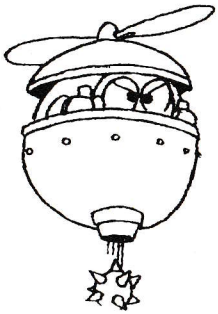
SHELLCRAKER

SKY CHASE ZONE

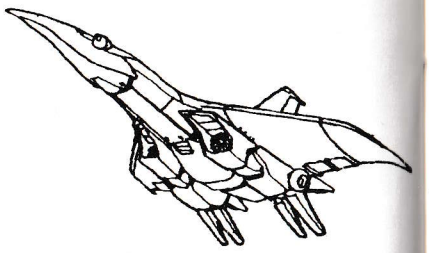
Robotnik has escaped to the sky! Sonic's a wing-walker (and "Tails" is his pilot!) in a perilous battle above the clouds!



TURTLOIDS



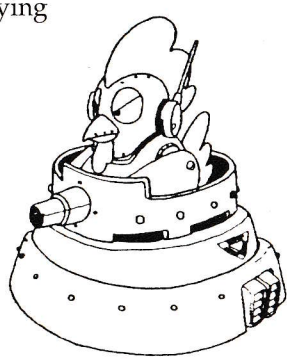
NEBULA



BALKIRY

WING FORTRESS ZONE

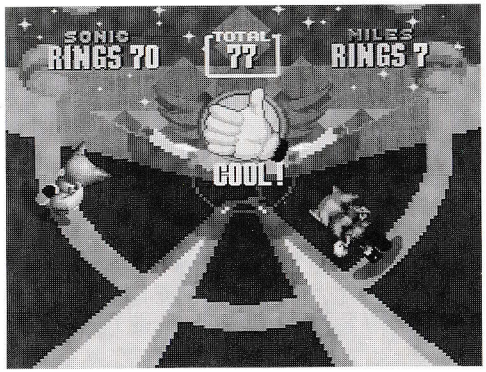
You've found Robotnik's secret stronghold — a flying battleship. Could this be Sonic's final fight?



CLUCKER

Special Stage

If you have 50 Rings when you touch a Star Post, you'll see a Star Circle spinning around the Star Post. If you jump into the Star Circle, you'll go to the Special Stage. This is your chance to collect a Chaos Emerald!



- Watch the screen to see how many Rings you need to get.
- Speed around the chute, picking up as many Rings as you can. Sidestep the Bombs or jump over them to stay in the race.
- If you get the required number of Rings at each checkpoint, you can continue. Otherwise, the Stage ends.
- If you finish the Stage, you'll be rewarded with a magnificent Chaos Emerald.
- When the Special Stage ends, you return to the Star Post in your original Zone, and you can resume the game.

Game Over

Sonic's quest ends when squash Dr. Robotnik for good! The game also ends any time you lose all your Lives. You start each game with 3 Lives, and you can find extra Lives in the monitors. You also get a bonus Life when you gain 100 Rings and 200 Rings.

Continue

You'll get a Continue every time you score 100,000 points. Then, when you lose your last Life, the Continue screen will appear. Press **Start** before the timer reaches 0 to resume the game from the point where it ended.

Scoring

Your score is added up at the end of each Act.

- Every robot enemy you smash is worth 100 points.
- Defeating Robotnik earns you 1000 points.
- The Time Bonus rewards you for speed. The faster you clear the Act, the higher this score will be.
- The Ring Bonus rewards you for the number of Rings you have when the Act ends.

2 Player VS Competitive

With 2 players, Sonic and "Tails" can race to win in the most categories in the all-new, fun and surprising 2 Player VS competition. In this game, Sonic and "Tails" compete to gather the most score points, Rings and Super Items, and to clear each Act in the fastest time.

The game has 3 regular Zones (with 2 Acts each), and a Special Stage where Sonic and "Tails" race for the Rings.

TO BEGIN:

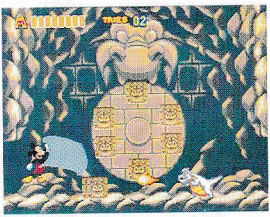
1. Press the **D-Button** DOWN on the Title screen to choose "2 Player VS." Then press **Start**.
2. Use the **D-Button** to select 1 of the 3 Zones or the Special Stage on the next screen.
3. Press **Start** to begin. Good luck!

New Disney Adventure!

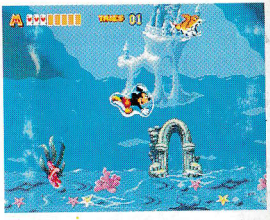
WORLD OF ILLUSION

STARRING MICKEY MOUSE & DONALD DUCK

Alakazam! Here's classic Disney fun with your favorites, Mickey Mouse and Donald Duck. Transported to a mysterious forest, Mickey and Donald must perform amazing feats of magic to defeat a crafty Sorcerer and find their way back home!



Poof! Transform foes with an enchanted cape, magic dust, and a magic wand. Take a magic carpet ride across gorgeous blue skies, then explore the ocean floor, safe within a giant bubble!



And look—the gang's all here! Minnie Mouse, Daisy Duck, Goofy, Pluto, Clarabelle Cow, and Huey, Duey, and Louie all join in the fun.

- ★ Mickey and Donald team up to brave dizzying chasms, dodge furious floods and explore bottomless mine shafts.
- ★ Magical passwords let you pick up your game where you left off.
- ★ A fantastic finale pits Mickey and Donald wand to wand with the Sorcerer for the ultimate test of his magical powers!

1 OR 2 PLAYERS

672-0944 3701-925-0-01

Patents: U.S. No. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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